

**CLAIMS:**

What is claimed is:

1. A method in a data processing system for changing a pointer, the method comprising:

receiving a user input indicating that a pointing device was moved;

calculating a rate of movement for the pointing device;

comparing the rate of movement with a given threshold of speed; and

automatically updating a presentation of the pointer based on the given threshold of speed in response to receiving the user input, wherein a presentation of the pointer is altered if the rate of movement exceeds the given threshold of speed.

2. The method of claim 1, wherein the change for the pointer is associated with the given threshold of speed.

3. The method of claim 1, wherein other thresholds are present in addition to the given threshold of speed and wherein the pointer is changed each time one of the other

4 thresholds is exceeded.

1 4. The method of claim 1, wherein the presentation of  
2 the pointer is a series of different changes in  
3 presentation based on the rate of movement for the  
4 pointing device.

1 5. The method of claim 1, wherein the pointer returns  
2 to its previous appearance when the rate of movement for  
3 the pointing device decreases below the given threshold  
4 of speed.

1 6. The method of claim 1, wherein the threshold is a  
2 measurement of a distance traveled with respect to a time  
3 interval for the distance traveled.

1 7. The method of claim 1, wherein the pointing device  
2 is one of a mouse, a pointing stick, a touch pad, a  
3 joystick, a key on a keyboard, an electronic pen, or a  
4 trackball.

1 8. The method of claim 1, wherein the updating step

2 includes:

3 changing the color of the pointer.

1 9. The method of claim 1, wherein the updating step

2 includes:

3 changing the shape of the pointer.

1 10. The method of claim 1, wherein the updating step

2 includes:

3 changing the size of the pointer.

1 11. A method in a data processing system for changing a

2 pointer, the method comprising:

3 receiving a user input specifying a threshold;

4 defining a change for the pointer; and

5 associating a threshold of speed with the change for

6 the pointer.

1 12. The method of claim 11, wherein multiple thresholds

2 are defined for changing the pointer.

1 13. A data processing system comprising:

2 a bus system;  
3 a communications unit connected to the bus system;  
4 a memory connected to the bus system, wherein the  
5 memory includes as set of instructions; and  
6 a processing unit connected to the bus system,  
7 wherein the processing unit executes the set of  
8 instructions to receive a user input indicating that a  
9 pointing device was moved; calculate a rate of movement  
10 for the pointing device; compare the rate of movement  
11 with a given threshold of speed; and automatically update  
12 a presentation of the pointer based on the given  
13 threshold of speed in response to receiving the user  
14 input, wherein a presentation of the pointer is altered  
15 if the rate of movement exceeds the given threshold of  
16 speed.

1 14. A data processing system comprising:  
2 a bus system;  
3 a communications unit connected to the bus system;  
4 a memory connected to the bus system, wherein the  
5 memory includes as set of instructions; and

6 a processing unit connected to the bus system,  
7 wherein the processing unit executes the set of  
8 instructions to receive a user input specifying a  
9 threshold; define a change for the pointer; and associate  
10 a threshold of speed with the change for the pointer.

1 15. A data processing system for changing a pointer, the  
2 data processing system comprising:  
3 receiving means for receiving a user input  
4 indicating that a pointing device was moved;  
5 calculating means for calculating a rate of movement  
6 for the pointing device;  
7 comparing means for comparing the rate of movement  
8 with a given threshold of speed; and  
9 updating means for automatically updating a  
10 presentation of the pointer based on the given threshold  
11 of speed in response to receiving the user input, wherein  
12 a presentation of the pointer is altered if the rate of  
13 movement exceeds the given threshold of speed.

1 16. A data processing system for changing a pointer, the  
2 data processing system comprising:

3 receiving means for receiving a user input  
4 specifying a threshold;

5 defining means for defining a change for the  
6 pointer; and

7 associating means for associating a threshold of  
8 speed with the change for the pointer.

1 17. A computer program product in a computer readable  
2 medium for changing a pointer, the computer program  
3 product comprising:

4 first instructions for receiving a user input  
5 indicating that a pointing device was moved;

6 second instructions for calculating a rate of  
7 movement for the pointing device;

8 third instructions for comparing the rate of  
9 movement with a given threshold of speed; and

10 fourth instructions for automatically updating a  
11 presentation of the pointer based on the given threshold  
12 of speed in response to receiving the user input, wherein  
13 a presentation of the pointer is altered if the rate of  
14 movement exceeds the given threshold of speed.

1 18. A computer program product in a computer readable  
2 medium for changing a pointer, the computer program  
3 product comprising:  
4 first instructions for receiving a user input  
5 specifying a threshold;  
6 second instructions for defining a change for the  
7 pointer; and  
8 third instructions for associating a threshold of  
9 speed with the change for the pointer.

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